

WATERMARK-BASED PERSONAL AUDIO APPLIANCE**Abstract of the Disclosure**

A portable device uses a microphone to listen to ambient audio, decodes a watermark
5 signal therein, and uses the decoded data to request delivery of the audio or related
information to the user's home or other location. The device is desirably pocket-sized, or
suitable for carrying on a key-ring. The device may also detect a second watermark signal
that is present in the user's environment (e.g., played through a public address speaker
system) to aid the user in recalling the context from which the audio was requested.

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